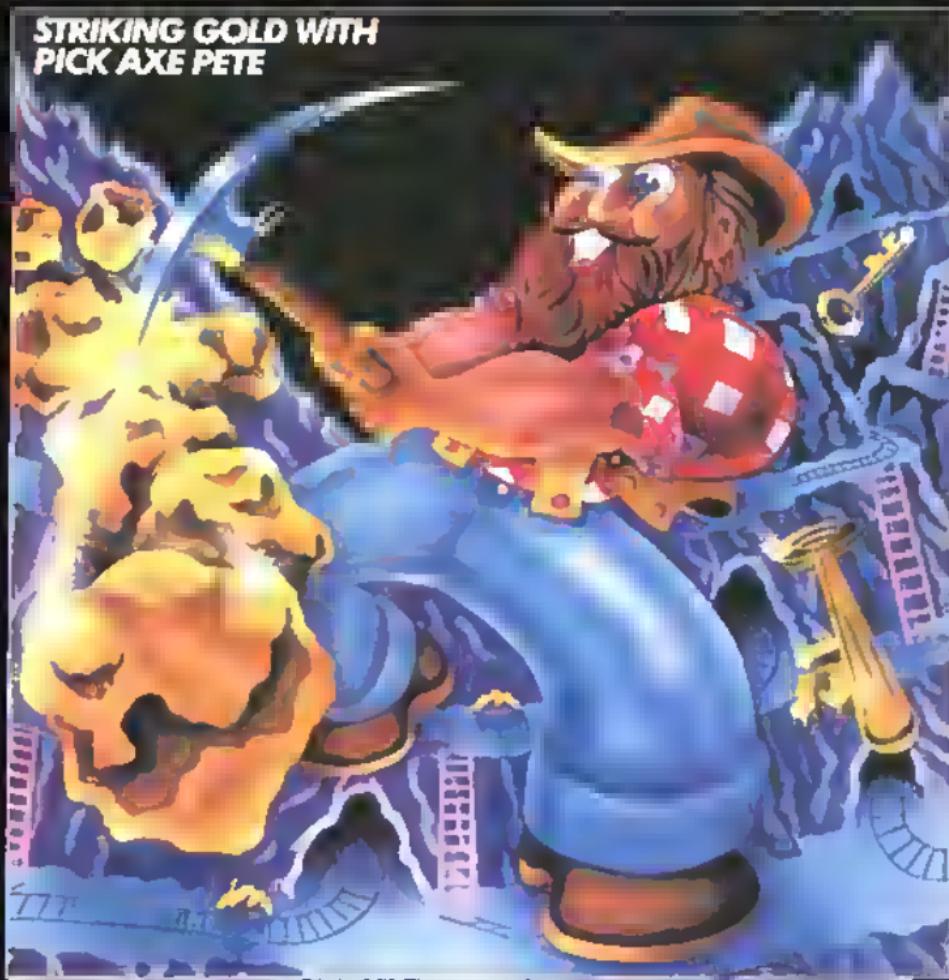


ODYSSEY² ADVENTURE

ODYSSEY² ADVENTURE CLUB MAGAZINE

SUMMER 1982

STRIKING GOLD WITH PICK AXE PETE



MEETING OF

ODYSSEY ADVENTURE

Vol. 1	Summer 1982	Issue 3
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THE 1982 WORLD'S FAIR

GRAY MATTER

Ever since we ran the story about games inventors in the first issue of ODYSSEY® ADVENTURE Magazine, we've been hearing from you creative people who have game ideas you'd like to share with us.

We appreciate the thought. Trouble is, we don't have the staff to sort through the technical information that you send us — the detailed explanations and the drawings.

We're going to have to ask you to hold onto your game plans until we're able to deal with them.

Meanwhile, we promise that we're doing all we can to come up with interesting new twists that will amaze and entertain you. And this summer, we think we've done just that.

This summer marks the arrival of the Voice of ODYSSEY® — an astounding innovation with which you can type words and sentences on your ODYSSEY® keyboard and have the Voice of ODYSSEY® answer you back or get enhanced sound with arcade games. There's a detailed summary of how the new system works and its benefits on pages 4 and 5.

We hope you enjoy this issue and that you'll keep us informed when you come up with new tips and strategies that we'll pass along to other ODYSSEY® Adventurers. We're a club — growing stronger every day — and we want you to be an active and interested member.

And remember, ODYSSEY® is the official video game at the 1982 World's Fair. Be sure to visit America's Electrical Energy Exhibit if you are in Knoxville, Tennessee, before October 31.

FEEDBACK

WHAT'S NEWS?

We have had ODYSSEY® for about two years and have enjoyed it very much. We now have 17 cartridges. If you have any booklets on the new cartridges, would you please send them to us? If you have any information on the voice synthesizer, we would like that as well. We really like the ODYSSEY® ADVENTURE Magazine; it keeps us informed about the ODYSSEY® world out there.

The Marks Family
 Genesee, MI

The best place to find news about the latest cartridges from ODYSSEY® is right here in the magazine. We'll keep you informed about the new games being introduced. If you want the latest catalog that describes all the cartridges currently available from ODYSSEY®, see your local dealer or send \$2 cents to cover postage and handling to:

CATALOG
 ODYSSEY® ADVENTURE
 30400 Van Dyke
 Warren, MI 48093

HOT STUFF

Could you please tell me when Freedom Fighter and Pick Axe Pete are going to be available? How about the voice synthesizer?

Erik Nilsson
 Franklin, Pa.

The cartridges are available now through your local dealers. Erik Read all about the Voice of ODYSSEY® (September delivery) in this issue of ADVENTURE.

MORE TO COME

Could you please tell me how many issues of ODYSSEY® I get with my subscription. I forgot.

Jerry Stephens
 St. Joseph, Mo.

Sure, Jerry. A one-year subscription entitles you to four issues of the magazine and a membership into the ODYSSEY® ADVENTURE Club.

THE MINDS

For others who'd like to join, send
53 ta:

SUBSCRIPTIONS
ODYSSEY² ADVENTURE
30400 Van Dyke
Warren, MI 48093

GREATEST FAN

I want to congratulate all the hard-working people who make ODYSSEY². It's the greatest. You do a magnificent job. I encourage and tell people about ODYSSEY² and have already interested two people who were originally thinking about Atari. Keep up the interesting, realistic work!

David Ball
Altus, Okla.

Thanks for the encouraging words, David. We appreciate your work too. It seems that those of us who know the best, do our best!

LIFE AND DEATH

I have received issue #2 of ODYSSEY² ADVENTURE and fell in love with it the moment I got it. I love the articles on tips, strategies and results of scores all over the country. Do you have any back issues of the premiere issue? How can I get one? It's a matter of life and death.

Billy Driscoll
Waltham, Mass.

Hold on, Billy. The issue is in the mail. For back issues of the magazine, send \$1 to cover postage and handling to:

Back Issues
ODYSSEY² ADVENTURE
30400 Van Dyke
Warren, MI 48093

NOTHING BUT THE TRUTH

I have compared the ODYSSEY² with other computers such as Atari, Intellivision and Fairchild Channel F, and I have found that ODYSSEY² looks and plays 100 percent better. I have only one question. Is it true that ODYSSEY² is coming out with a peripheral component for use with ODYSSEY²? This component is said to be a voice synthesizer.

Jim Bensinger
Schuylkill Haven, Pa.

We couldn't agree with you more, Jim. And yes, that peripheral component is the voice of ODYSSEY², soon available through your dealer.



GOOD AS NEW

I got ODYSSEY² for Christmas, and a month later one of the joysticks failed to work. Since the warranty was still on, we sent the unit back to the company. It came back repaired and good as new. Thank you.

Drew Kese
Liverpool, N.Y.

Sorry for the trouble, Drew. So others will know what to do, let us remind them that ODYSSEY² service is simple and inexpensive.

If you ever needs service when it is out of warranty, return your ODYSSEY² to one of the addresses listed below.

Include a letter describing the problem. Be sure the letter includes your name and address. Enclose your check or money order for \$34.95. When your ODYSSEY² is received, it will be repaired or replaced by a renewed ODYSSEY² and shipped to you transportation prepaid.

But before returning your ODYSSEY² for repair, verify that there is a defect by reviewing the "troubleshooting" section of the owner's manual.

ODYSSEY² SERVICE CENTERS

LOS ANGELES CENTER

N.A.P. Consumer Electronics Corp
2649 Mariposa Street
Torrance, CA 90503

CHICAGO CENTER

N.A.P. Consumer Electronics Corp.
7500 Frontage Road
Skokie, IL 60076

ATLANTA CENTER

N.A.P. Consumer Electronics Corp.
1898 Lefland Drive
Marietta, GA 30067

CLEVELAND CENTER

N.A.P. Consumer Electronics Corp.
24092 Detroit Road
Westlake, OH 44145

NEW YORK CENTER

N.A.P. Consumer Electronics Corp.
159 East Union Avenue
East Rutherford, NJ 07073

BE AN INSTANT WINNER IN KELLOGG'S INSTANT WIN VIDEO GAME SWEEPSTAKES!

Here's exciting news from Kellogg's for ODYSSEY² Adventures.

Now you can be an Instant ODYSSEY² Electronic Game Center winner by entering the INSTANT WIN VIDEO GAME SWEEPSTAKES featured on specially marked packages of Kellogg's Sugar Frosted Flakes[®], Kellogg's Sugar Smacks[®] or Sugar Smacks[®] cereals. A full set of official rules is on every specially marked box of Kellogg's cereal.

And here's how it works. If the game piece in your package of cereal is specially marked, you're an instant winner. Just look on the bottom of the base piece to see if you're won. You can even play without making a purchase by sending a self-addressed envelope to:

Kellogg's Video Game Piece
Request
P.O. Box 2222
Libertyville, IL 60048
Limit one game piece per request.

These requests must be received by April 30, 1983.

There will be 1,000 second prizes of ODYSSEY² Video Games, and the good news for ODYSSEY² Adventures is if you win, you may take an equivalent value in game cartridges. And there will be two grand prizes consisting of an ODYSSEY² Electronic Game Center, including a Magnavox large-screen projection TV and an ODYSSEY² Video Game with Alien Invaders Plus, VFQ, and 33 other game cartridges.

ODYSSEY² TALKS BACK

ODYSSEY² introduces another amazing twist with the new voice of ODYSSEY². And when the Voice speaks, you listen!

I had to happen. In the fantastic scientific transition that has led ODYSSEY² into the realistic and complex system that it has become, the addition of voice – the spoken word – is a natural transition.

And so it's here – the Voice of ODYSSEY² has arrived. And with it has come an exciting dimension of speech and sound to home video entertainment. It actually talks back to you with an unlimited English vocabulary.

This is a case where hearing is believing. But if you use your imagination, you can imagine the horizons opened by the addition of voice to an already entertaining and educational system.

Let's start with the equipment. The Voice module is a natural extension to be added to your mainframe. It's a molded module that fits the mainframe where you currently insert your cartridges. And it's a fully self-contained module with its own speaker and volume control. You just plug it into the console and you're ready to experience the Voice.

Several engineers at ODYSSEY² headquarters told us how it works.



Within the Voice module there is a special synthesis microprocessor, or chip, which has three capabilities:

- It contains a library of stored words which it can repeat with surprising similarity to the human voice — with correct inflection and pronunciation.
- It can go outside of its "library" to repeat words or sounds that you type into the console. This is done with a complex system of allophones, or parts of words, which the microprocessor can string together to form words not normally in its vocabulary.
- It can process another set of words which will be stored in "libraries" that are contained separately in the individual cartridges designed for use with the Voice. These also will have amazing humanlike qualities.

In some games, then, the Voice issues instructions, or cheers you on at the appropriate moment, or warns you of impending "DANGER!"

In other games that will be available for use with the Voice of ODYSSEY², you will personally tell the Voice what to repeat.

In addition to the amazing capability of "talking back," the Voice of ODYSSEY² is equipped with a bank of realistic and enthusiastic sound effects. It has some musical ability; it can produce ringing gun shots, whistles, even an earth-shattering explosion.

And while you are helping to produce these fantastic additions to the normally exciting ODYSSEY² games, the sounds that you've become used to with the current system will also be ringing out. So there will be sounds through the speaker on your television, as well as voice and sound effects coming from the speaker of your Voice module — double the excitement!

This opens gigantic doors for your home entertainment.

Sam Overton, who is manager of software for video games at ODYSSEY², and who spoke to us in an earlier issue of ADVENTURE about games invention, says he spent hours just experimenting with sounds and words that could be produced through the Voice module.

Type gibberish on the ODYSSEY² keyboard and all kinds of funny sounds come out, he says.

"The Voice produces sounds through the allophone system and strings them together. So depending on what letters you type in, sounds,

not words, are reproduced.

"I even tried foreign languages. And though the pronunciation may not be exact, you can get fairly close if you experiment on the keyboard," he says.

And the more you experiment, the more fun you're likely to have. Play spelling games with your friends, send them greetings, or just make silly sounds for the fun of it. The possibilities seem limitless.

Remember, too, that once you've installed your voice module, there is never a need to remove it. The Voice becomes an integral part of the ODYSSEY² operation and will accept all of your ODYSSEY² cartridges — those with or those without sound capability.

The new generation of Voice of ODYSSEY² cartridges will include an entire array such as arcade, sports, educational and Master Strategy Series games that will really speak your language. Watch for Type & Tell, Smithereens, SID the Spellbinder, Nimble Numbers Ned and KC's Knazzy Chase — all voice cartridges. Details on these can be found on page 11 of this issue.

*...the more you experiment,
the more fun you're likely to
have... the possibilities seem
limitless...*

The people at ODYSSEY² have taken the design of the Voice module and its accompanying games very seriously, while still making sure that they would be fun for children and adults alike.

Cartridges with educational possibilities, then, have been designed with the help of educators who assisted in making certain that the children who use them will get the most out of them as a learning tool.

And as usual, the designers who bring you ODYSSEY² have made certain that the entertaining possibilities of the Voice are extra special. Once you get an earful of the Voice of ODYSSEY², we think you'll want to share the fun with friends.

When ODYSSEY² speaks, people are going to listen. ■



The Voice of ODYSSEY² is easy to install into your current ODYSSEY² console. And it intensifies the joy and adventure of playing.

THE VOICE



GAME TESTING: A LABOR(ATORY) OF LOVE

PHOTOS AND TEXT BY DAVID FRANKLIN

Get a group of people together to test the hottest new release from ODYSSEY² and what happens? The good times roll right out of the keyboard!

It's suburban Chicago, an otherwise dreary weeknight, and millions of Americans are at home trying to figure out how they're going to spend the few leisure hours they have before bedtime.

School's out, so there's no homework to think about. And it's raining, so staying outdoors is out of the question. If things sound dull, take a look in the window at Game Lab/Midwest on the west side of town.

There's an ODYSSEY² game lab being held tonight on Chicago's west side, where 18 people — kids and adults — have been assembled to review some of the latest ODYSSEY² cartridges that are about to be introduced.

Steve Lehner, who writes the instruction booklets for all ODYSSEY² cartridges, has asked this test group to meet so he can make a final check on their comprehension of the rules and also to observe them in action. Tonight he's watching them react to the amazing new twist in ODYSSEY²'s great adventure — the Voice of ODYSSEY².

Tonight the action centers around one of ODYSSEY²'s latest offerings — Type & Tell. Let's listen to some of the commands people are making as the game lab develops.

Edward Polen, one of the adults who has been asked to participate this night, has this to say:

'The Voice of ODYSSEY² — it gives a new dimension to electronic games. It makes it more exciting and fun. A video game was something which you originally saw. Now you see it and hear it, and it's just terrific. This is a game you play at home (Type & Tell), and I think it's much more intelligent than the arcade games. It's more challenging.'

Marc Luber, who is 13, says he enjoys the new voice dimension, too. 'The sounds make it more exciting. It makes you laugh while you're playing the game.'

And Mark Polen, who is also 13, says voice makes the games seem different. 'With the voice, it gives you the idea at the arcade, but it doesn't copy anything. It's not even close to any other game.'

Type & Tell, in case you haven't heard, is a talking word processor that plays games with you. It will actually display and say anything you type into the keyboard. And with it — besides inventing your own fun — you can play such games as War at the Words, Garble, Sound Waves and Superstar.



Game testing labs are held for people of all ages. They're a good way to refine ODYSSEY² cartridges and a good way to have a party, to have fun.

As Steve Lehner points out, 'The Voice of ODYSSEY² is bringing an entirely new dimension to video games. It introduces a new element which enhances realism with speech cues and sound effects' (Read more about the Voice of ODYSSEY² on pages 4 and 5.)

So people at this experimental games laboratory outside of Chicago seem to be having a great time.



Game labs can be like that.

From the beginning, *ODYSSEY* tests and retests its new games in a scientific and a practical way. The microprocessor can do miraculous things. In a way, scientists must tame the electronics so that they are in control when you insert your cartridges into the mainframe.

Step two in this process begins when a wonderful new game scenario is combined with the technical electronic information that is being formed in the computer software, or game cartridge. And finally, a very neat package is ready for a set of rules that will communicate to you the excitement and fun that's in store when you use each game cartridge to its absolute potential.

Lehner and the others who are involved in fine-tuning the games and their rules get a good idea of how their ideas are working when people who have never before played the games are introduced to them.

So, here we are again at Game Lab/Midwest, and suddenly the atmosphere is more like a party than a scientific experiment.

These are fun...fabulous," says Bette Luber, as a group of adults gather around the mainframe and television screen to try their hands at Type & Tell.

They're laughing raucously now as each takes a turn typing funny sayings on the *ODYSSEY* keyboard and waits for the Voice to repeat what was just invented.

"I am the Voice of *Odyssey*
I leave the others speechless."

"Parley Vaus, *ODYSSEY*?"

"*ODYSSEY* is fun. We like playing it. We play it every day. Let's play *War of the Words*."

Type & Tell has a set of rules which these new playlets find particularly simple to understand. Even if they begin the evening with just a basic understanding of the game, they can begin typing in words and listening to the Voice.

For the most part, game labs such as this are tonight are comprised of people who are both familiar with the *ODYSSEY* system and those who have never laid eyes on *ODYSSEY* before they showed up here this evening.

But Jenny Adler, who is 12, is an old pro at *ODYSSEY*. She says she can't help thinking that the addition of Voice has added a lot of excitement to the system.

Edward Polen, on the other hand, has had very little previous experience with the *ODYSSEY* system.

"I have to tell you that I found the entire evening to be a lot of fun. I was impressed by the fact that the game could be entertaining and educationally rewarding at the same time."

That's one of the benefits that comes out of game labs. It makes believers out of inexperienced gamers. But the greatest benefit of all, says Lehner, is that it allows the engineers, the designers, the game inventors, the rule writers, the illustrators — the entire team of people working to make your *ODYSSEY* system entertaining, enlightening, and pure fun.

EDITOR'S NOTE: Game labs are scheduled at various times in different parts of the country. Many of you have written in to request that you be included when invitations to game labs go out. Unfortunately the scheduling, financial and geographic restrictions make it impossible for us to invite specific *ODYSSEY* Adventurers to game lab.



Math-A-Magic



Invader from HyperSpace



Thunderball



War Of Nerves



Showdown in 2000 A.D.



Wall Street Fortune Hunter



Football



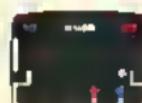
Pocket Billiards



Soccer



Hockey



Basketball



Bowling



Scrabble



Pack-a-Palp

HIGH SCORE

NEW CONTEST! NEW WINNERS!

We've got some bright new faces in our national high-score competition this time. People of all ages are competing, and some have had some astounding results.

Remember last rd. Intensity high-score competition this time, we eliminated Alien Invaders Plus from the contest.

So, here are the latest winners, ODYSSEY? Adventurers. Compare your highest scores with these national winners. Maybe you should have entered, too.

ALPINE SKIING

David Long	9.2 seconds
Oklahoma City, Okla.	
Rob Jones	9.2 seconds
Meridian, Idaho	
Scott MacNeill	9.6 seconds
Haledon, N.J.	
Chris Link	9.6 seconds
Fenton, Mich.	
Michael Carey	10.7 seconds
Pearlmouth, R.I.	

HELICOPTER RESCUE

Gene Gaskill	10
Fisher Heights, Pa.	
Ben Goldberg	8
Woolbridge, Conn.	
Dean Ellis	8
Poughkeepsie, N.Y.	
Ryan Downey	8
Tucson, Ariz.	
Sean Conner	8
Summit, N.J.	

BOWLING

Jehrey Vargas	228
Ronin, Pa.	
Joe McGary	228
Sioux City, Iowa	
Charlie Schomowski	225
St. Joseph, Mich.	
Stephen Sollers	216
Milford, Conn.	

GOLF

James McGlade	23
Crown Point, Ind.	
Roger Wroten	24
Waterloo, Iowa	
David Long	25
Oklahoma City, Okla.	
Sarah MacNeill	27
Haledon, N.J.	
Alan Douglas	29
Fairview, Tenn.	

SPEEDWAY

Michael Casey	7,162
Portsmouth, R.I.	
Lamier Feemster	7,154
Springfield, Md.	
Lee Ellison	7,147
Levelland, Tex.	
Christopher Renaud	7,147
El Myers, Md.	
Joe Batt	6,729
Highland, Ill.	

FOOTBALL

Laurie Busker	91
Glen Burnie, Md.	
LOGIX	
Richard Altomare III	2 tries
Briantline, N.J.	
Bob Kurwach	4 tries
Cincinnati, Ohio	

MONKEYSHINES	
Jim Vogel	261
Al Thomas, Ky.	
Ryan Downey	99
Tucson, Ariz.	



Soledikey



Monkeyshines



Dynasty



Echo



Create-Logic



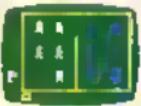
Take The Money And Run



Armed Encounter



Subchaser



Volleyball



Electronic Table Soccer



Helicopter Rescue



Out Of This World

BREAKDOWNJoe McGarry
St. Louis, Iowa

3

LOCKOUTJohn Sabalauskas Jr
Omaha, Neb.
John Holub
Bensenville, Ill.

8 seconds

12 seconds



Blockout

MATCHMAKERJim Carson
The Woodlands, Tex.

37 seconds

PICK AXE PETESteven Guzman
Baton Rouge, La.

612

PACHIKKOKirstie Benson
Glencoe, Ill.

2,001



UFO

UFOShawn Watson
New Castle, Pa.
Jeff Hillick
Danvers, Mass.
David Pattiello
Lubbock, Tex.
John Holub
Bensenville, Ill.
Stanley Kjek
Rocky Hill, Conn.

11,090

1,619

1,141

1,129

1,108

THUNDERALLJohn Holub
Bensenville, Ill.
Stephen Saiters
Miford, Conn.

1,060,300

268,520



FREEDOM FIGHTERS

FREEDOM FIGHTERSJim Hartman
San Pablo, Calif.**K.C. MUNCHKIN**Jerry Brothers
Warwick, R.I.
Ryan Downey
Tucson, Ariz.
Scott MacNeill
Haledon, N.J.
Richard Altomare III
Brigantine, N.J.
Lloyd Shepard
Griffin, Ga.
Andrew Nee
Falls Church, Va.
Kirby Knopp
Ellis City, Md.
Neal Sharpe
Sumter, S.C.

9.999

9.999

9.999

9.999

9.999

9.999

9.999

309

**PICK AXE PETE PICK-OFF!
WIN A POUND OF GOLD!!!**

Here's your chance to join Pick Axe Pete in a gold mine adventure to prove that *ODYSSEY²* is not only fun, it can be profitable, too. The Pick Axe Pete Pick-Off — a high-score competition you can enter at your dealer's or from your home.

ODYSSEY² is sponsoring this national competition through August 31, 1982, and the prizes are astounding.

— 1,000 second prizes
of one-year subscriptions to *ODYSSEY² ADVENTURE Magazine*

— Five first prizes of a trip
for two to the 1982 World's Fair
in Knoxville, Tennessee, where

the five finalists can compete
for the grand prize.

— One grand prize consisting
of A POUND OF GOLD!

Here's what you have to do
to enter.

Contact your local dealer
for an official entry blank
or for one by writing to:

ODYSSEY²
PICK AXE PETE PICK-OFF
PO. BOX 6950
KNOXVILLE, TN 37914

Remember that only official
entry blanks will be accepted
by the judges. These list
all the rules and require-
ments you must meet to be
eligible for the GRAND PRIZE.



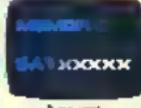
I've Got Your Number



Matchmaker



Logix



Buzzword



The Quest For The Rings



Spin-Out



Breakdown



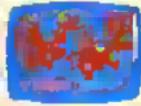
Computer Hero



Pick Axe Pete



Happy Holiday Odessa



Keyboard Creatures

Keyboard Creatures

Keyboard Creatures

THE KID

BY ED WILLIAMS

The Kid was brash. But this was his playground, after all. His generation grew up with CIB's projecting video games into sensitive, inquiring minds. At age 15, he was convinced the 25-cent piece had been minted for only one purpose. But let's start at the beginning.

A spring birthday gift changed things for The Kid. It was actually a thinly veiled effort on his mom's part to keep him home more. His father, on the other hand, just wanted to give him a new perspective on the 25-cent piece. In either case, for his birthday, The Kid found himself ripping wrapping paper from a box that contained a new ODYSSEY® Video mainframe.

"Suh league," The Kid muttered to himself. Visions of "Galaxia," "Defenders" and "Super Cobra" danced in his head. The quarters in his pocket jingled loudly as he turned toward his parents and forced an appreciative smile.

When all gifts had been opened that recent birthday, a few ODYSSEY® video game cartridges lay alongside The Kid's new socks and shirt. He did some simple arithmetic, dividing the estimated cost of the ODYSSEY® mainframe and cartridges by 25 cents (a figure he could relate to). It was difficult to understand his folks sometimes, he decided. Weren't they aware of all the high scores he could have achieved at the arcade with all those quarters?

I had become a friend of the family soon after marrying the eldest daughter. And since I had suggested the ODYSSEY® video game for The Kid, if he didn't like it, that was going to be my fault, too. We gathered

everything up and headed for the 25-inch color console in the family room. As we stepped over empty gift boxes in the room, The Kid asked his mother to specify when she went to the bank with his birthday check from his grandparents, that what he needed was quarters — all quarters. This was going to be a hard sell.

Which brings us back to the beginning of this story. After setting everything up and giving The Kid a few cursory instructions about not putting a cartridge out of the console with the power button on, we got down to some serious video gaming.

The Kid was pretty good... and he knew it. Slouching comfortably in the wing-backed recliner, he smugly zapped UFOs with the laser cannon of his battle cruiser. He ran up some impressive scores, but my composure and experience prevailed. I decided to bring him down to earth with a stiff round of Freedom Fighters before he got closer to my UFO record score.

As it turned out, Freedom Fighters was a natural for The Kid. It took him exactly two seconds to figure out the joystick. From there, the reflexes of youth took over and The Kid blissfully blasted his way to some truly glutinous scores. I mumbled something about having to brush my teeth and sidled out of the den, secretly wishing he'd acquire an acute case of "Fighter's elbow" before I returned from the bathroom.

By the time I got back to him, The Kid had become another victim of ODYSSEY® fixation. He had all the classic symptoms.

Although the cute arcade games were amusing, it was time to give him a real workout. When the football field popped up on the screen, The Kid moaned and made a rude reference to old-timers. I ignored the comment and passed him the instruction booklet for ODYSSEY®'s Football cartridge. He would soon learn this video game ranked among the most complex and challenging of all time.

It took him some time to learn the eight different plays that could be entered into the computer with the offensive and defensive joysticks. And The Kid didn't even come close on his first dozen practice passes. But with his first completion, the spark of recognition lit up his eyes like the night lights at Riverfront Stadium. He decided he could win this game after all.

As The Kid sat up in the recliner, ready for the start of the second half, two quarters slipped from his pocket. But he hit the reset button on the ODYSSEY® console without noticing a thing. He was a true ODYSSEY® addict. ■



COMING UP

As you will see by the new array of cartridges available, we at ODYSSEY² haven't been fooling around.

We've been working on and refining a fun new component that you can add to your ODYSSEY² mainframe that will add a totally new dimension to ODYSSEY².

Of course, there are all-new cartridges that go with it — they're innovative, educational and full of ODYSSEY² adventure.

We appreciate the letters you send encouraging us to remain innovative in the design and invention of new games. That's our job, and we think we do it well.

So while we're working on still more exciting games for your ODYSSEY² system, keep us in mind, too. Keep letting us know what you think.

Meanwhile, here's what's new, or coming, from ODYSSEY².

THE VOICE OF ODYSSEY²

There's a new piece of equipment available for use with your ODYSSEY² mainframe which we've described in detail on pages 4 and 5 of the issue of the magazine. Now it's time to see what you can do with the Voice at ODYSSEY².

CASTLE REENS — Castles crumble and trumpets blare in this medieval artillery duell.

You'll hear the shouts of the soldiers and the temblng thunder of gigantic boulders catapulting into fortress walls! You and your opponent command huge engines of destruction in this melee at the Middle Ages that celebrates the emergence of heavy artillery as a fearsome tool of warfare! Three different catapult settings for varying reaction times! Advanced digital scoring! Full sync-sound action — plus speech and sound effects it played through the Voice of ODYSSEY² module. This game is for one or two players.

It's important to note that this game is speech enhanced only when played through the Voice module.



Speech will not be heard if the cartridge is inserted directly into the console, but this will not affect the playability and fun at the game.

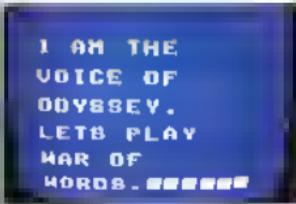
NIMBLE NUMBERS NED — Get ready, math wizards, here comes NED.

As a world-champion barrel jumper, your goal is to jump 100 barrels in the least amount of time. But it's not all reflexes, for you must correctly answer math questions posed by the Voice of ODYSSEY² module to determine how many barrels you may attempt to jump in any one round. Any number of people can play this exceptional mathematics game.

And parents should note that Nimble Numbers NED has been designed as a superb education tool in conjunction with leading educators.

SID THE SPELLBINDER — An electronic spelling bee. Sharpen your wits.

You're the captain of a blaster gun that's objective is to destroy the attacking catapult, segment by segment. You must, however, earn your power by correctly spelling the words spoken by



the Voice of ODYSSEY² module.

Tell your parents that this is a truly educational game which was designed in part by one of America's leading universities.

TYPE & TELL — It talks what you type! It plays great games!

Type & Tell is a talking word processor that plays games with you. It will actually say anything you type into the keyboard, and that's only the beginning. Computerized text editing features are the basis for adult and child talking word games that you play with hilarious results — War of Words, Garble, Sound Waves and Superstar. It's designed for one or more players and it's terrific for parties.

K.C.'S KRAZY CHASE — In this episode, our hero confronts the dreaded tree-eating Dratapillars at Venus!

This chase is really crazy because while K.C. Munchkin is chasing one end of the dreaded Dratapillar, the other end is chasing him. And so are the dreaded Dratapillars' dreadful Drat! Skill levels automatically increase as you play. Choose from five different mazes, or use the keyboard to make up your own. Advanced digital scoring with memory displays high score. Full sync-sound action, plus speech if you play K.C. through the Voice of ODYSSEY² module.

Remember that this game is speech enhanced when it's played through the Voice module. Speech will not be heard if the cartridge is inserted directly into the ODYSSEY² console, but this won't affect playability.

EXTRA, EXTRA!

Now you have a clear rundown of the thrills that are scheduled for release soon through your ODYSSEY² dealer.

There's plenty new coming from ODYSSEY², including a wiz-bending puzzle game and another game with 18 variations.

Keep an eye out for all that's new from ODYSSEY².

ODYSSEY? ADVENTURE
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TIPS FROM THE EXPERTS

In the first two issues of ODYSSEY? ADVENTURE Magazine, we asked you to send us the personal tips and strategies you've developed while practicing your ODYSSEY? skills and enjoying the friendly competition of the game.

You've been real helpful sending us all the magnificent methods you've learned. This is the inside information that makes ODYSSEY? play just a bit more exciting for us all.

And while space doesn't permit us to include every tip in the magazine, we hope you find the ones we've selected interesting and informative, and that you continue to pass them along in the future.

BOWLING — When bowling on fast or slow, get the ball between the first and second row, and you'll always get strikes.

Stephen Philip Satters
Milford, Conn.

SPIN-OUT — Start going clockwise around the track, because you're about an inch away from the finish line and it saves you at least one second.

Scott [Mid. Kdg.] MacNeill
Holmdel, N.J.

BASKETBALL — When you are shooting, and your opponent doesn't block your shot, keep the action button held down in case you miss. If you do miss and get a rebound within reasonable range, you automatically shoot again and you almost always score.

Judd Sampson
East Hampton, Conn.

UFO — To prevent getting shot down by the Starship, shoot down the three-point UFOs. When the Starship shoots, it will blow up the UFO in front of you and not your spaceship.

Alista Cugno
Southington, Conn.

THUNDERBALL — When shooting the ball, first push and hold the action button, then release the ball immediately. That way you get a backfield bumper worth 4,000 points.

Dene Barbour
San Diego, Calif.



SNOWDOWN ZIRR A.D. — In case you run out of bullets, get inside of your opponent and work your way to your tree while inside him.

Stephen Children
Cullman, Ala.

MONKEYSHINE — Make a box in the middle of the screen [K-4, E-4, 3-E, 4-E] and don't have any bars of least two bars away. When you capture monkey throw it in the box. Then it can't get out and you can do the same repeatedly.

Robert Mine
New Smyrna, Fla.

CRYPTO-LOGIC — In trying to figure out the mixed-up phrase, if you decide you have to give up, just hit "enter" on the keyboard and the phrase will return to normal!

Rod Wiseman
Gardner, Mass.

FREEDOM FIDDLER — Before starting, use the left-hand joystick to return to the back of the screen. There you can see all the ships better.

Alan Cress
Concord, N.C.

PACHINKO — If you stand against the wall when the man at the top has the ball, he will throw you the ball.

Matt Pascato
Haddon Township, N.J.

INVADERS FROM HYPERFACE — When a player moves his ship out of the screen to the left when the other ship is not on the screen, the enemy ship will stop moving and firing, and the player has total control of the game.

David Dickter
Pittsburgh, Pa.

QUEST FOR THE RINGS — When the Dragons are up and the characters are Wormer and Wizard, the Wizard should keep the Dragon busy while the Warrior gets the ring.

Steve Douglass
LaPorte, Ind.

POCKET BILLIARDS — If you leave the game alone and watch it, it will play alone this way if it is a spectator game.

Joseph Abatecold
Providence, R.I.

ALL GAMES — Videotape your games, then watch them and see how you can improve.

Joey McGaughy
Danier, Ill.

EDITOR'S NOTE — If you want to send us your expert tip or strategy, please address your letter to:

ODYSSEY? ADVENTURE
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